

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1-11. (Cancelled)

12. (Currently Amended) A computer implemented method of creating a player profile for interacting on a computer gaming network, the method comprising:

displaying, on a first computer, an interface that enables comprising a plurality of skill levels for video games, the video games including at least a first video game and a second video game;

receiving, by the first computer, selections by a first user determination of the skill of a first one of the skill levels for user for a the first identified video game and a second one of the skill levels for the relative to a second identified video game, the first and second identified video games being among a plurality of video games;

enabling storing, by the first computer, profile data of the first user for to identify profile information with respect to the plurality of video games, the profile data information including data that enables user determination of reflecting the first skill level of the first user for the first identified video game and the second skill level for relative to the second identified video game; and

transmitting the profile data over the computer network for access by a second computer

enabling the first user to make the profile information accessible to a first remote computer system, a central computer system, and at least one other remote computer system;

wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer gaming network, the second computer being used for multiplayer gaming with the first computer, thereby

providing a second user at the second computer with an indication of skill of the first user for the first video game relative to the second video game.

13. (Currently Amended) The method of claim 12 wherein displaying the interface that enables user determination of the skill of the first user for the first identified video game relative to the second identified video game comprises displaying the skill levels level in terms of a normalized scale.

14. (Currently Amended) The method of claim 13 wherein displaying the skill levels level in terms of the normalized scale comprises concurrently independently displaying, on the interface using the normalized scale, the first and second skill levels of the first and second identified video games such that the skill level of the first user for the first identified video game relative to the second identified video game may be determined through concurrent observation of the normalized skill levels associated with the first and second identified video games.

15. (Previously Presented) The method of claim 12 wherein the profile information is automatically rendered upon the first user inviting a second user to play a game.

16. (Previously Presented) The method of claim 12 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

17. (Canceled)

18. (Currently Amended) The method of claim [[17]] 12, further comprising:  
~~wherein enabling the first user to identify profile information includes enabling the first user to identify an interest level with respect to~~  
receiving, by the first computer, selections by the first user of interest levels in the first and second identified video games; and

updating the profile data of the first user to reflect the selected interest levels.

19. (Currently Amended) The method of claim 12 further comprising:  
receiving, from the first user, a selection of enabling the first user to select a  
visage;  
saving the visage in a memory device; and  
providing the visage and enabling the first user to save the visage such that the  
visage is accessible to the second computer a first remote computer system, a central  
computer system, and at least one other remote computer system.

20. (Currently Amended) The method of claim 12 further comprising:  
receiving, from enabling the first user, to identify personal characteristics;  
enabling the first user to save saving the personal characteristics in a memory  
device; and  
providing the personal characteristics to the second computer  
enabling the first user to make the personal characteristics accessible to a first  
remote computer system, a central computer system, and at least one other remote  
computer system.

21. (Currently Amended) The method of claim [[12]] 20, wherein the enabling the  
first user to identify personal characteristics reflect hobbies of the first user comprises  
enabling the first user to identify hobbies.

22. (Currently Amended) The method of claim 12 wherein the skill levels reflect  
skill level is chosen from among gradations of skill.

23. (Previously Presented) The method of claim 22 wherein the gradations of  
skill include a level representing relatively little skill, a level representing relatively  
intermediate skill, and a level representing relatively great skill.

24. (Currently Amended) The method of claim 12 wherein ~~enabling the first user to make the profile information accessible comprises displaying the profile information is~~ displayed to the second user upon the first user inviting the second user to play the game.

25. (Currently Amended) The method of claim 12 further comprising:  
automatically rendering profile information of the second user, and  
displaying the rendered profile information of the second user to the first user  
upon the first user inviting the second user to play the game,  
wherein the rendered profile information of the second user ~~reflects enables user-~~  
~~determination of a skill level of the second user for the first identified video game~~  
relative to the second ~~identified~~ video game.

26. (Currently Amended) The method of claim 12 wherein the first identified video game is chess and the second ~~identified~~ video game is checkers.

27. (Currently Amended) A computer implemented method of accessing a player profile for interacting on a computer gaming network, the method comprising:  
~~enabling a first user to access~~ displaying to a first user, on a first computer, an interface that includes profile information of a second user ~~for with respect to a plurality of video games, the profile information included in the interface reflecting enabling user~~  
~~determination of a skill level of the second user for a first identified video game relative to a second identified video game, the first and second identified video games being among the plurality of video games; and~~  
~~enabling receiving, by the first computer, an input from~~ the first user to initiate a game with the second user based on the profile information; ~~and~~[[.]]  
transmitting, over the computer gaming network, a request to initiate the game with the second user  
~~wherein the first user accesses the profile information using a first remote-computer system that communicates with a computer gaming network for multiplayer-~~

~~gaming that includes a central computer system and at least one other remote computer system.~~

28. (Currently Amended) The method of claim 27 wherein the profile information included in the interface ~~that enables user determination of a skill level of the second user for a first identified video game relative to a second identified video game is described in terms of~~ includes the skill level reflected on a normalized scale.

29. (Previously Presented) The method of claim 27 wherein the profile information is automatically rendered upon the first user inviting the second user to play a game.

30. (Previously Presented) The method of claim 27 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

31. (Currently Amended) The method of claim 27, further comprising displaying, on the first computer, ~~wherein enabling the first user to access profile information includes enabling the first user to access~~ an interest level of the second user with respect to one or more of the plurality of video games.

32. (Currently Amended) The method of claim 31, further comprising displaying, on the first computer, ~~wherein enabling the first user to access profile information includes enabling the first user to access~~ an interest level of the second user with respect to the first identified video game.

33. (Currently Amended) The method of claim 27 further comprising displaying, on the first computer, ~~enabling the first user to access~~ a visage of the second user.

34. (Currently Amended) The method of claim 27 further comprising displaying, on the first computer, enabling the first user to access personal characteristics of the second user.

35. (Currently Amended) The method of claim 34 wherein ~~the enabling the first user to access personal characteristics comprises enabling the first user to access~~ personal characteristics of the second user reflect related to hobbies of the second user.

36. (Previously Presented) The method of claim 27 wherein skill level is chosen from among gradations of skill.

37. (Previously Presented) The method of claim 36 wherein the gradations of skill include a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill.

38. (Currently Amended) The method of claim 27 wherein ~~enabling the first user to access profile information of the second user comprises displaying~~ the profile information is displayed to the first user upon the first user inviting the second user to play the game.

39. (Previously Presented) The method of claim 27 further comprising:  
automatically rendering profile information of the first user, and  
displaying the rendered profile information of the first user to the second user upon the first user inviting the second user to play the game,  
wherein the rendered profile information enables user determination of a skill level of the first user for the first identified video game relative to the second identified video game.

40-42. (Cancelled)

43. (Currently Amended) A computer implemented method of creating a user profile for interacting on a computer network, the method comprising:

displaying, on a first computer, an interface comprising a plurality of from several levels gradations of interest in with respect to each of one or more video games, the levels gradations of interest including a level representing relatively little interest, a level representing relatively intermediate interest, and a level representing relatively great interest;

receiving, by the first computer, selections by a first user of the levels of interest in the one or more video games;

enabling a first user to identify storing, by the first computer, first profile data for information with respect to each of the one or more video games, the first profile data reflecting the selected levels of interest in the one or more video games information including, for each of the one or more video games, a level of interest that is selected from among the several displayed gradations of interest;

enabling the first user to identify second profile information with respect to receiving, by the first computer, personal interests characteristics of the first user;[[.]]

storing, by the first computer, second profile data reflecting the second profile information including one or more personal interests of the first user, the one or more personal interests indicating whether or not the first user has the corresponding personal interest without specifying a level of interest in the corresponding personal interest;

saving, in electronic storage, the first profile information and the second profile information as a user profile for the first user;

enabling the first user to make the user profile accessible to a first remote computer system, a central computer system, and at least one other remote computer system;

displaying, on the first computer, an interface comprising a plurality of several gradations of skill levels for with respect to each of the one or more video games, the gradations of skill levels including a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill;  
and

receiving, by the first computer, selections by the first user of the levels of skill for the one or more video games;

enabling the first user to identify storing, by the first computer, third profile information with respect to each of the one or more data for the one or more video games, the third profile data reflecting the selected levels of skill for the one or more video games; and information including, for each of the one or more video games, a level of skill that is selected from among the several displayed gradations of skill,

transmitting, by the first computer, the first profile data, the second profile data, and the third profile data over the computer network for access by a second computer,

wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer network the second computer being used for multi-user communications with the first computer.

44. (Currently Amended) The method of claim 43 wherein:

~~enabling the first user to identify first profile information comprises enabling the first user to identify first profile information for each of multiple video games, the first profile information including, for each of the multiple video games, a level the levels of interest are specified on a first normalized scale; and~~

~~enabling the first user to identify the third profile data reflects the selected levels of skill for the one or more video games information comprises enabling the first user to identify third profile information for each of multiple video games, the third profile information including, for each of the multiple video games, a level of skill specified on a second normalized scale.~~

45. (Currently Amended) The method of claim 44 wherein the first normalized scale on which the level of interest is specified is the same as the second normalized scale, and further comprising concurrently displaying the selected levels of skill for at least a first one of the video games and a second one of the video games on which the level of skill is specified such that independently displaying, on an interface using the normalized scale, the interest and skill levels of a first video game and the interest and skill levels of a second video game indicates a combination of interest and skill level for



~~the first video game relative to a combination of interest and skill level for the second video game through concurrent observation of the normalized interest and skill levels of the first video game and the normalized interest and skill levels of the second video game.~~

46. (Currently Amended) The method of claim 45 further comprising:  
displaying the second user profile data and the third profile data within a single interface window, the single interface window including:

a personal characteristics display area that includes a label identifying the personal characteristics display area and identifiers a single identifier corresponding to each of the ~~one or more~~ personal interests reflected by included in the second profile data information, the ~~one or more single~~ identifiers being displayed in association with the label identifying the personal characteristics display area; and

a video game display area that includes a video game identifier for each of the ~~multiple~~ video games, a graphical skill indicator corresponding to each of the video game identifiers, and a graphical interest indicator corresponding to each of the video game identifiers, each graphical skill indicator being displayed, in association with the video game identifier for the corresponding video game, using the normalized scale and each graphical interest indicator being displayed, in association with the video game identifier for the corresponding video game, using the first normalized scale.

47. (Currently Amended) The method of claim 43, further comprising receiving, from the first user, selections of fourth profile data wherein enabling the first user to identify second profile information with respect to personal characteristics of the first user comprises enabling the first user to identify second profile information that is unrelated to video games, and storing the fourth profile data.

48. (Currently Amended) The method of claim 43 wherein the levels of interest reflect gradations ~~enabling the first user to identify first profile information with respect to~~

~~each of the one or more video games comprises enabling the first user to manually interact with the displayed gradations of interest to select a gradation of interest for each of the one or more video games.~~

49. (Cancelled)

50. (Currently Amended) A computer-readable medium comprising instructions executable by a processor to perform a method comprising: ~~system comprising:~~

~~at least one computer system that is configured to perform operations-  
comprising:~~

~~displaying an interface comprising a plurality of from several levels gradations of interest in with respect to each of one or more video games, the levels gradations of interest including a level representing relatively little interest, a level representing relatively intermediate interest, and a level representing relatively great interest;~~

~~receiving selections by a first user of the levels of interest in the one or more video games;~~

~~enabling a first user to identify storing, by a first computer, first profile data for information with respect to each of the one or more video games, the first profile data reflecting the selected levels of interest in the one or more video games information- including, for each of the one or more video games, a level of interest that is selected from among the several displayed gradations of interest;~~

~~enabling the first user to identify second profile information with respect to receiving personal interests characteristics of the first user;[[,]]~~

~~storing, by the first computer, second profile data reflecting the second profile information including one or more personal interests of the first user, the one or more personal interests indicating whether or not the first user has the corresponding personal interest without specifying a level of interest in the corresponding personal interest;~~

~~saving, in electronic storage, the first profile information and the second profile information as a user profile for the first user;~~

~~enabling the first user to make the user profile accessible to a first remote computer system, a central computer system, and at least one other remote computer system;~~

~~displaying an interface comprising a plurality of several gradations of skill levels for with respect to each of the one or more video games, the gradations of skill levels including a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill; and~~

~~receiving selections by the first user of the levels of skill for the one or more video games;~~

~~enabling the first user to identify storing, by the first computer, third profile information with respect to each of the one or more data for the one or more video games, the third profile data reflecting the selected levels of skill for the one or more video games; and information including, for each of the one or more video games, a level of skill that is selected from among the several displayed gradations of skill,~~

~~transmitting the first profile data, the second profile data, and the third profile data over the computer network for access by a second computer.~~

~~wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer network the second computer being used for multi-user communications with the first computer.~~

51. (Currently Amended) The computer-readable medium system of claim 50 wherein:

~~enabling the first user to identify first profile information comprises enabling the first user to identify first profile information for each of multiple video games, the first profile information including, for each of the multiple video games, a level the levels of interest are specified on a first normalized scale; and~~

~~enabling the first user to identify the third profile data reflects the selected levels of skill for the one or more video games information comprises enabling the first user to identify third profile information for each of multiple video games, the third profile information including, for each of the multiple video games, a level of skill specified on second a normalized scale.~~

52. (Currently Amended) The computer-readable medium system of claim 51 wherein the first normalized scale ~~on which the level of interest is specified~~ is the same as the second normalized scale, the method further comprising concurrently displaying the selected levels of skill for at least a first one of the video games and a second one of the video games ~~on which the level of skill is specified such that independently displaying, on an interface using the normalized scale, the interest and skill levels of a first video game and the interest and skill levels of a second video game indicates a combination of interest and skill level for the first video game relative to a combination of interest and skill level for the second video game through concurrent observation of the normalized interest and skill levels of the first video game and the normalized interest and skill levels of the second video game.~~

53. (Currently Amended) The computer-readable medium system of claim 52, the method further wherein the at least one computer system is configured to perform operations comprising:

displaying the second user profile data and the third profile data within a single interface window, the single interface window including:

a personal characteristics display area that includes a label identifying the personal characteristics display area and identifiers ~~a single identifier~~ corresponding to each of the ~~one or more~~ personal interests reflected by ~~included~~ in the second profile data information, the ~~one or more~~ single identifiers being displayed in association with the label identifying the personal characteristics display area; and

a video game display area that includes a video game identifier for each of the ~~multiple~~ video games, a graphical skill indicator corresponding to each of the video game identifiers, and a graphical interest indicator corresponding to each of the video game identifiers, each graphical skill indicator being displayed, in association with the video game identifier for the corresponding video game, using the normalized scale and each graphical interest indicator being displayed,

in association with the video game identifier for the corresponding video game, using the first normalized scale.

54. (Currently Amended) The computer-readable medium system of claim 50 wherein the method further comprises receiving, from the first user, selections of fourth profile data enabling the first user to identify second profile information with respect to personal characteristics of the first user comprises enabling the first user to identify second profile information that is unrelated to video games, and storing the fourth profile data.